



Puffle Wild – Map Features

Design Requirements

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Puffle Wild – Map Features

Design Requirements

Wilderness- Layout/Overview

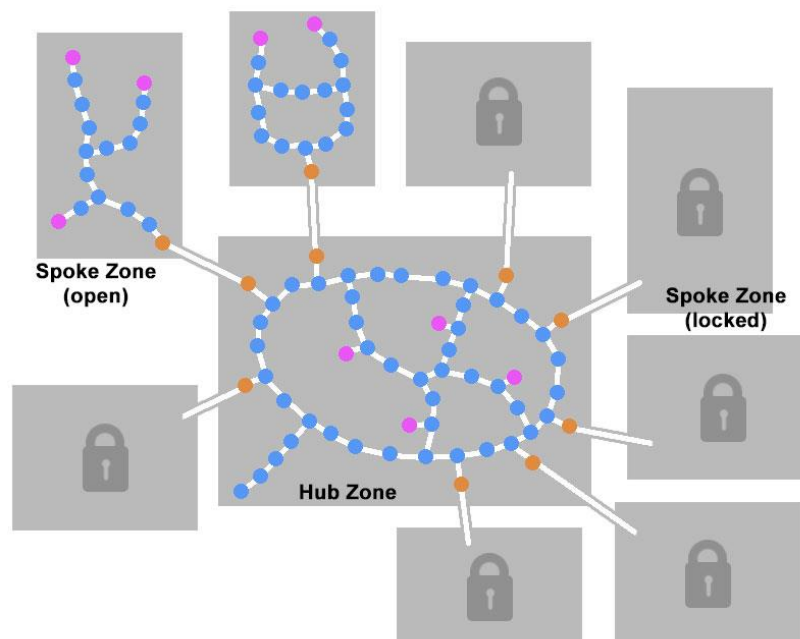
Wilderness Map Overview

- The map is where the player explores, accesses match 3 levels and collects new puffles.
- The player begins with the first level in the Park unlocked.
- Most nodes on the map is linked with a match 3 level. The player completes a match 3 level to represent they have successfully explored that portion of the map.
 - Gate nodes on the map do not contain match 3 levels, but rather are used as connector points to travel between maps.
- Win a level to unlock the next connected node/s. Once a node is unlocked, the player can then freely travel there (some nodes have special unlock requirements, *see Unlocking Nodes* below).

Map Zones

Zone Design

- The map follows a Disneyland hub and spoke model, consisting of the central hub zone (Park) which connects to 8 spoke zones, each representing a different type of landscape.
- The 8 spoke zones do not interconnect.
- For launch the game will include the hub zone (Park) and 1 spoke zone (Forest).





Puffle Wild – Map Features

Design Requirements

- Park (hub) zone includes 42 total levels (50 total nodes)
 - 5 tutorial match 3 levels
 - 33 normal match 3 levels
 - 4 bonus match 3 levels (which unlock wild puffles)
 - 8 gate nodes (which connect to spoke zones)
- The Forest zone includes:
 - 23 normal match 3 levels
 - 4 bonus match 3 levels (which unlock wild puffles)
 - 1 gate node (to connect to back to the Park zone)
- *Future connected zones should follow the following guidelines:*
 - ~20-25 normal match 3 levels
 - 3-4 bonus match 3 levels (which unlock wild puffles)
 - 1 gate node (to connect to back to the Park zone)Unfortunately

Connected Zones Can Lock and Unlock

- The hub and spoke design is designed to allow the team to open and close connected zones as needed.
- The hub zone (Park) is the central area which connects all other zones. *Because of this the hub zone is always unlocked and available. Only connected spoke zones may become locked.*
- New spoke zones should ideally unlock ~every 2 months (actual content release cycle is TBD based on need and how quickly the team can keep up).
- Previously unlocked zones will eventually relock over time. This is done to circulate content and create an urgency to explore before an available zone re-locks.
- The game should never have all zones unlocked at any given time.



Puffle Wild – Map Features

Design Requirements

Refreshing Connected Zone Maps

- A zone that relocks may stay locked for any amount of time depending on the content release plan. We may find it beneficial to have certain zones open often while some are special and unlock very rarely.
- When the zone eventually unlocks and again becomes open to players, it should not be the same exact map previously provided to players. *Story wise this represents the wilds constantly evolving, and the player exploring different areas of the connected wilds.*
 - Map updates can range from major (a completely new map) to minor (the same map but a tree has fallen altering some pathways).
 - All levels on the updated map will new, meaning the player must complete all of the levels as normal regardless if they completed all of the levels of the previous map incarnation.
- When a **new zone unlocks**, the player should be notified via push notifications and notifications in game (e.g. PH slides in when you go to the map, “!” on the map, billboard on the Homepage, etc).
- When an available **zone is about to lock**, the player should also be provided notice (recommend 7 days) via push notifications and notifications in game (e.g. PH slides in when you go to the map, “!” on the map, billboard on the Homepage, etc).

Zone Closes w/ Penguin Inside

- If a connected zone closes (by the CP team) while the player’s penguin is located there, the next time they open the game their penguin should be placed back on the Park map at the first node beyond the tutorial levels.

Tutorial Levels

- The first 5 levels on the Park zone map are tutorial levels.
- See “PW_tutorial_design.doc” for more info

Setting Node Position and Creating Paths

- Each node is placed by the level designer in the map editor
- Pathway/s between nodes are also set by the level designer in the map editor



Puffle Wild – Map Features

Design Requirements

Controls and HUD

Map Controls

- **Touch and drag** finger to scroll the map
 - The map will not scroll beyond its visual edge
- **Pinch** the map to zoom in or out

Map HUD

- Star berry count
 - Player's current star berry count
 - Display amount counts up/down dynamically as the player earns and spends berries.
 - When player auto returns to the map after completing any level, the star berry update with a visual effect.
 - When the player spends berries to unlock a bonus level, the star berry count should count down with a visual effect.
- Handbook button
 - Tap to open the Handbook UI
 - See “PH Slide ins” for more information
- Home button
 - Tap to go back to the PW Home page
 - Player's current location is saved on the map
- X button (removed, no longer need to “close” mini game)





Puffle Wild – Map Features

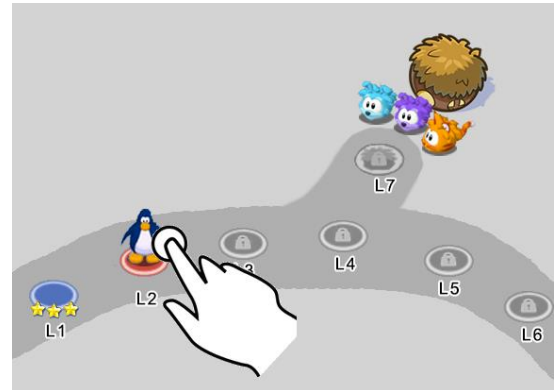
Design Requirements

Your Penguin

- Your penguin's 3D model including all avatar items currently equipped is displayed.
- User name is displayed below the 3D penguin.
- Penguin should perform an idle animation when waiting for player input.

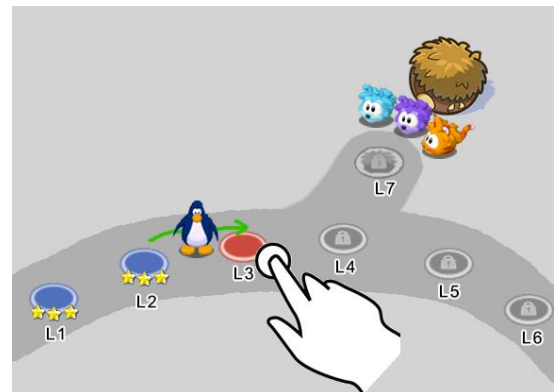
Tap Penguin to Play a Game

- Tap the penguin on the map while it stands at a node to open the Level Info popup for that node. Tap Play on the popup to start the match-3 level.
- Tapping the penguin while it is moving will not initiate a level.



Tap Adjacent Node to Move and Play

- Tap an unlocked or completed node connected to the penguin's current node location, to have the penguin walk to the new node.
- The penguin walks to the node then *automatically* opens the Level Info popup for that node.
- Unlike other match-3 games, the penguin does *not* automatically walk to the next node when you complete a level. The penguin remains at the node just completed and requires player input to determine which node to travel to next.



Tap Far Node to Teleport

- Tap on an unlocked or completed node that is not connected to the player's current node, to have the penguin "box teleport" from their current node to the new one.
- The player can teleport to a node even if their penguin's current location is off screen.
- Teleporting to a new node does not auto open the Level info popup.





Puffle Wild – Map Features

Design Requirements

Match 3 Level and Gate Nodes

Node Types

- Basic match 3 level nodes
- Bonus match 3 level nodes
- Gate nodes

Node States

- All node types listed above have the following 4 states:
 - **Locked - inaccessible**
 - Node is grey color with a “lock pad” icon.
 - Player cannot travel to or through node
 - Tapping on node has a little bounce effect, but no popup appears.
 - **Locked - accessible**
 - Node is purple color with a “lock pad” icon.
 - Player cannot travel to or through node
 - Tapping on node opens a popup with more information.
 - **Unlocked - not completed**
 - Node is red color
 - Penguin can freely to this node, but not through it
 - **Unlocked – Open (match 3 level completed)**
 - Node is blue color
 - Penguin can freely travel *through*



Note: level node color design and look and feel is not final.



Puffle Wild – Map Features

Design Requirements

Unlocking Nodes

- **Basic match 3 level node**
 - After the player wins a level, any connected basic level nodes that are locked automatically change to an unlocked state.
 - Connected nodes which are completed or already unlocked do not change state.
 - Basic level nodes never re-lock after they are unlocked



L1 is open to travel through. L2 is unlocked but open to travel through.



Player completes L2: L2 changes to open state and L3 unlocks.

- **Gate node**
 - Player must complete the connected node to update the gate node to a “Locked-accessible” state, which allows player to tap node to get popup feedback.
 - The above condition must be met *plus* the CP team must unlock the corresponding zone for gate node to become “Open”.
 - May relock as needed if CP team closes the corresponding zone
- **Bonus match 3 level node**
 - Player must complete the connected node to update the gate node to a “Locked-accessible” state, which allows player to tap node to get popup feedback.
 - Becomes “Unlocked” by the player spending the required amount of star berries
 - Stays unlocked until the player wins the bonus level. *The player can open the bonus level and choose to not play it until a later time.*
 - Relocks after the player wins the bonus level
- **Animation effect**
 - Whenever a node is unlocked, a 2-3 second animation effect is displayed on that node so the player is made aware of its updated state.



Puffle Wild – Map Features

Design Requirements

Special node popup windows

“Locked Inaccessible” nodes (Grey)

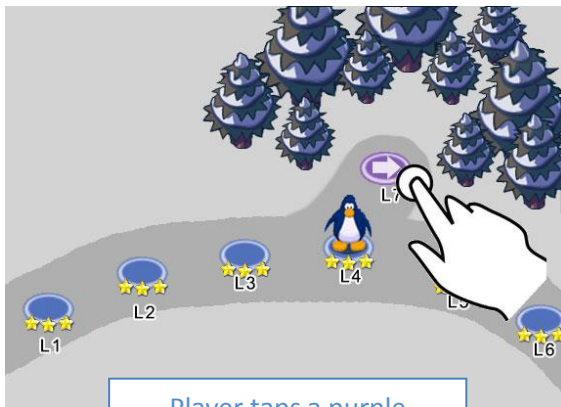
- If the player taps any grey locked node, provide slight visual feedback that the node was tapped (possibly a slight bounce).
- *No popup or other messaging is needed.*



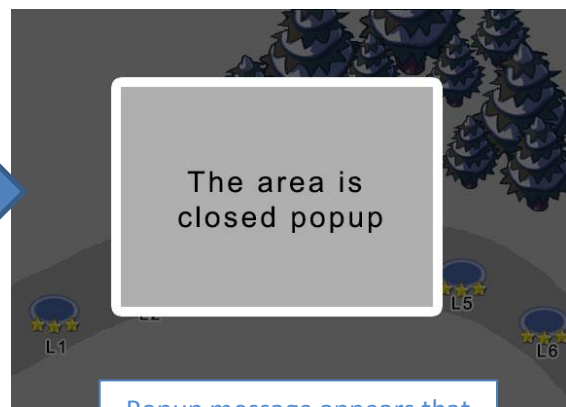
No popup if player taps a grey locked node.

“Locked Accessible” Gate node (purple)

- If player taps a purple gate node but the connected zone *is not available* then display popup message: “This area is blocked. Try again later...”



Player taps a purple locked gate node.



The area is closed popup

Popup message appears that connected zone is closed



Puffle Wild – Map Features

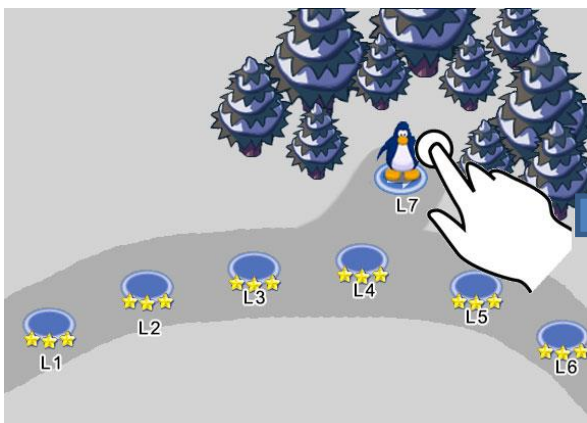
Design Requirements

“Open” Gate node (blue)

- Penguin walks to a blue gate node (player taps on gate node with penguin located at connected node):
 - The penguin walks to the gate, then automatically open confirmation popup to go to connected zone.



- Penguin already located at blue gate node (player taps on penguin):
 - Display confirmation popup to go to connected zone.





Puffle Wild – Map Features

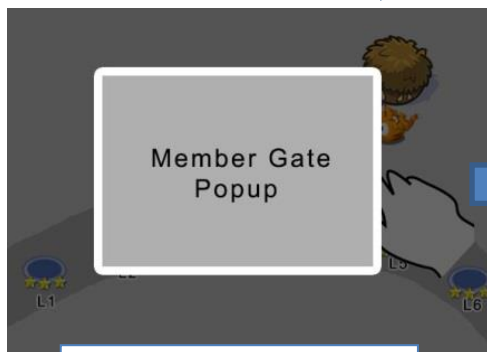
Design Requirements

“Locked Accessible” Bonus level node (purple)

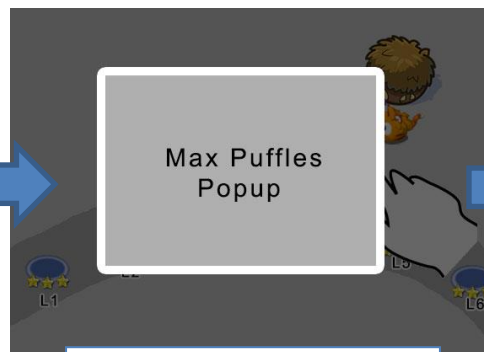
- If player taps a purple bonus node check the following conditions in order:
 1. If player is not a member display “member gate” popup. Otherwise go to #2.
 2. If the player is currently at their max puffle limit display “Puffle max” popup. Otherwise go to #3.
 3. Display “spend stars” popup



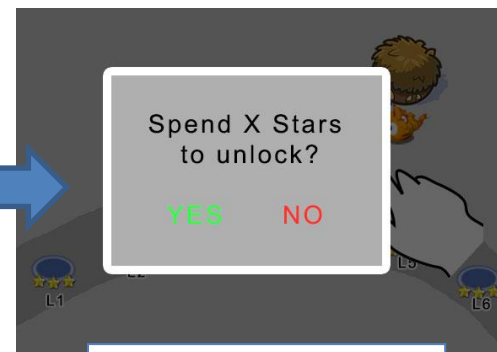
Player taps a purple locked bonus level node.



If player is not member display *member gate...*



If player is at max puffles display *max puffle popup...*



Display *spend stars* popup



Puffle Wild – Map Features

Design Requirements

Puffles on Map

- At each bonus level node, the puffle species and colors that can be collected at that node are displayed to indicate they live there.
- Puffles are displayed in 3D.
- The puffle color/species located at each bonus level node may change with content updates.
- For more information on puffles animation and interactions on the map see [“PW_finding_new_puffles_v1.0.pdf”](#)



Blocking debris on locked nodes (nice to have)

- Locked gates show some visual debris just behind the locked node (e.g. a rockslide, snow drift, etc) that reinforces the path is blocked.
- When the connected zone associated with a gate becomes available by the CP team, the visual debris should be removed.
- Likewise, when the connected zone is re-locked by the CP team, the visual debris should be re-appear.



A rock slide blocks the path to the cave zone



When cave zone is opened, the rock slide is removed



Puffle Wild – Map Features

Design Requirements

Zone Reveal / Loading between Maps

- Whenever the player travels to a zone (goes to a connected zone from park, or goes to the park from a connected zone) they are presented an establishing shot image and zone title before seeing the map for the new zone.
- This occurs every time the player travels from zone to zone.
- The establishing shot sequence doubles as both an establishing shot of the upcoming location and a loading screen for new map.
 - “Loading...” displays at the bottom of the establishing shot sequence.
 - Once the new map is loaded, replace “Loading...” message with “Tap to skip”.
 - Once loaded, the player can tap anywhere to skip the sequence and go directly to the new map.





Puffle Wild – Map Features

Design Requirements

Level Star Rating

- After a player wins a match 3 level they can be awarded up to 3 star berries based on their level score. This is the player's *level star rating*.
- Each match 3 level node displays the *best star rating* the player has won for that level.
 - The displayed star rating for each level never goes down, it can only be improved upon.
 - *For example:* If the player wins a level and earns a 2 star rating, then 2 stars are displayed at the level node. If the player replays the level and only earns 1 star, the map should still display the player's 2 star rating. If the player replays the level and earns a higher 3 star rating, then display the 3 star rating.
- Regardless of the player's star rating on a level, the player still earns star berries towards their Star berry count on the main HUD when they complete a level.

PH Slide Ins

- The 1st time the player views the map, PH appears and welcomes them to the wilderness and gives the player their own copy Puffle Handbook which is added to the map main HUD.
- The Handbook HUD button only appears after PH "gives" the player their handbook (*an alternate is to award the handbook after player completes the 5 tutorial levels*).
- Anytime a puffle creature is collected as a pet, PH appears to congratulate the player and remind them their puffle has been sent to the player's backyard.



Social Features (TBD – Future release)

Level Leaderboards (TBD – Future release)

Display Friends on the Map (TBD – Future release)

Send/Receive a Message (TBD – Future release)

Send/Receive a Gift (TBD – Future release)